Reldni Inc. Newsletter

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Recording Update

The latest session for the new Reldni Inc. project formerly titled "It's All In Bad Taste" was held on May 12. The following is a list of the songs recorded. The take numbers refer to the takes which most likely will be released on the cassette tape.

Sweetheart (Take 1)
All The Gang (Take 4)
EEK Guitar (Take 5)
It's All In A Day's Work (Take 3)

The songs "R.C.M.P." and "It's Only Rock and Roll" were also recorded. However they will probably be re-recorded later. Half of the songs from the project's initial line up have been recorded with at least one acceptable take. The collection is now being referred to as "It's Only Rock and Roll". This title is subject to change.

Mugga Music

Getting out some old tin cans.
Gonna make a mugga music band.
It might sound a bit off key.
But come and play mugga music with me.

Mugga music.
I'd hate to loose it.
Anyone can have fun.
We'll be playin' Mugga music 'till the day is done.

Tap on a couple of sticks.
Drums sound like we're beating on bricks.
By using elastic bands for strings.
We can make more exotic things.

Mugga music.
I'd hate to loose it.
Anyone can have fun.
We'll be playin' Mugga music 'till the day is done.

Sing any silly little song.
Make it up as you go along.
Play it out in the street.
Everyone will start to stomp their feet.

Mugga music.
I'd hate to loose it.
Anyone can have fun.
We'll be playin' Mugga music 'till the day is done.

Yes ..

Mugga music.
I'd hate to loose it.
Anyone can have fun.
We'll be playin' Mugga music 'till the day is done.

Ya!

Mugga music.
I'd hate to loose it.
Anyone can have fun.
We'll be playin' Mugga music 'till the day is done.

How To Play PC Wrestling

At the same time "The Steven Miller Quest" was designed, a few other short programs were created. A couple of these programs were included with the "Steven Miller Quest" package.

To access PC Wrestling at the Steven Miller Quest Main Menu, instead of typing 1, 2, 3 or Q to quit, type **WRESTLING.**

PC Wrestling is a two player game. Here are a few notes and hints.

* Player 1 has an advantage, because he gets to move first.

* Unless you are using a very strong wrestler, difficult, and powerful moves will not work unless your opponent is a lot weaker than you are.

* Experiment with different wrestlers. How strong are they? How well can they use their moves? What moves can they use best?

*What moves are the easiest to use? What moves can inflict the most damage to the other player?

*How much stronger than my opponent do I have to be to use certain moves? If I'm weaker than the other player, what moves can I use to make a comeback?